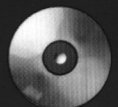
USB COMPLETE

Everything You Need to Develop Custom USB Peripherals

No custom drivers needed—use the Win32 API and Visual Basic

JAN AXELSON

author of *Parallel Port Complete* and *Serial Port Complete*



INCLUDES CD-ROM

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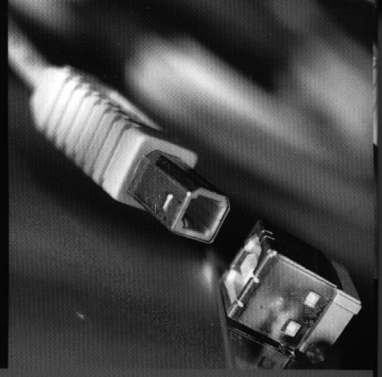

Put the power of USB in your designs

The Universal Serial Bus was designed from the ground up to provide a single, easy-to-use interface for computer peripherals. But the price of simplicity for users is greater complexity for the developers who design and program USB devices.

In this hands-on guide, Jan takes the pain out of designing for USB. Find the answers to all of your questions:

- Can my project use a USB interface?
- Which peripheral-controller chip should my design use?
- How do I access USB peripherals from Visual-Basic applications?
- What firmware code does my peripheral need in order to communicate with PCs?
- Can my design use bus power or does it need its own supply?

Plus—learn about transfer types, interfacing to human-interface devices (HIDs), USB signals and encoding, and much more!

"Many books are full of things that are easy to find out, and skirt around the harder stuff, which you have to really work at. What I really like about this book is that Jan has obviously slogged at the difficult stuff as well."

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Annabooks USB Developers Workshop

"USB Complete *provides a great groundwork for anyone working with USB for any purpose, whether it is designing a peripheral or creating host software. This book should be read by anybody getting started with USB."*

Joshua Buergel
BlueWater Systems

Jan Axelson is the author of *Parallel Port Complete*, *Serial Port Complete*, *The Microcontroller Idea Book*, and *Making Printed Circuit Boards*. Bill Machrone of *PC Magazine* has described Jan's writing as "a model of clarity and conciseness."

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